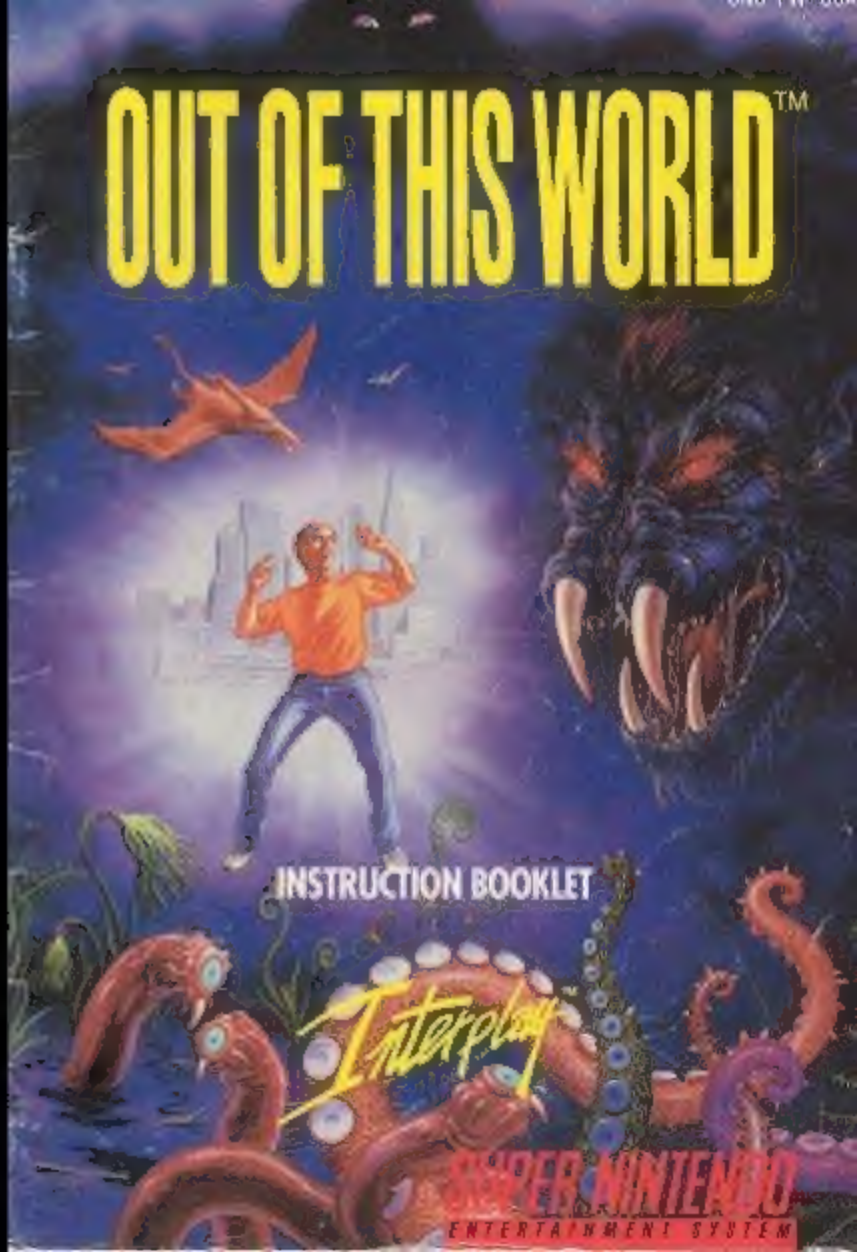
OUT OF THIS WORLD™
INSTRUCTION BOOKLET
Interplay
SUPER NINTENDO
ENTERTAINMENT SYSTEM

LICENSED BY

Nintendo

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The Story of Lester Knight Chaykin

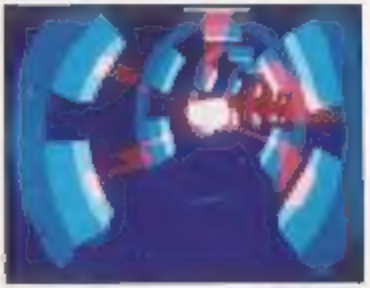
The laboratory was engulfed in a sea of storm. This in no way disheartened young nuclear scientist Lester Knight Chaykin as he raced towards the lab in his Ferrari. It would take more than a storm to keep him from trying his new experiment. In his excitement, he barely noticed the dark clouds looming on the horizon. Even if he had, there was no way for Lester to even imagine the events that were about to take place.

Lester runs his experiment

The violence of the brewing storm was soon forgotten once Lester stepped into the quiet of the elevator. His slow descent into the lab only seemed to create more excitement. Lester could almost feel electricity in the air. Spending some time away from his lab had helped him to understand his earlier errors. With this new understanding, Lester was sure that his new particle acceleration experiments would be perfect.

Before he could gain entrance to the lab, Lester had to wait impatiently for the security scan. Lester was ready to begin his experiment and didn't have time for what he thought were unnecessary security measures. Through the security door Lester stepped into the mess he called his office. The piles of notes, empty soft drink cans and pizza boxes were a testimonial to the long hours of work that had passed before. Lester flipped a switch and with a beep his computer snapped to life. He quickly entered his password and began to enter the parameters for his new

experiment. Now, he had only to wait. As he had done a hundred times before, Lester kicked back with a cold soda while the computer chugged away with the test. Any minute the computer would give him the results and he would know if he had indeed made a breakthrough. But outside, the storm had other plans for tonight. As Lester sat watching his experiment run to perfection, the storm unleashed a tremendous bolt of lightning. The wave of electricity cut through the cool night air like a knife and hit the laboratory with deadly accuracy. Lester was unaware of what was happening outside. Just as the computer activated the accelerator the bolt of lightning found its way into the system with almost willful precision. As Lester sat with his icy cold soft drink, what was certain to be his demise was racing towards him through the accelerator at the speed of light. The bolt hit the end of the accelerator and exploded through the wall unleashing the fury that only a bolt of lightning is capable of. It coiled around Lester like a python until a massive charge was built up. Detonating in a brilliant flash of light, only an empty space was left where Lester used to be ... .



Lester's experiment goes wrong

Controls

LEFT / RIGHT control pad:
Moves you left / right.

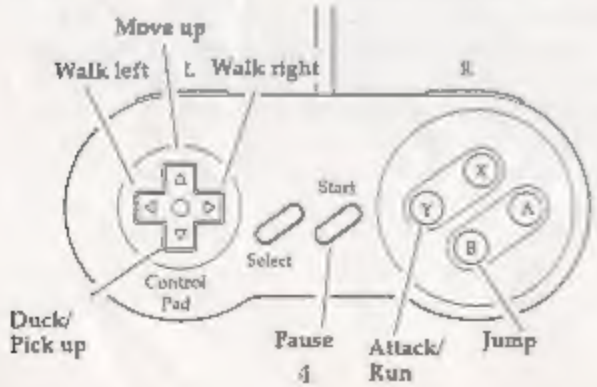
DOWN control pad:
Makes you duck. It can also be used to pick up items. If you are swimming or on an elevator it moves you down. If you are standing on a teleporter you will be teleported down.

UP control pad:
If you are swimming or on an elevator it moves you up. If you are standing below a teleporter you will be teleported up.

Button Y:
Used mostly for attack. If you do not have a weapon you will kick. If you have a gun you will shoot. It can also be used in combination with the LEFT / RIGHT control pad to run.

Button B:
Jump.

START:
Pauses the game.



Getting Started

Lightning hits the laboratory

Plug in the game pak and turn on your Super Nintendo Entertainment System. After the Out of this World logo vanishes you may press any button to get to the Start / Continue screen. You may choose either Start or Continue by pressing up or down on the control pad. Select 'Start' and press 'B' to start the game. Once the game has started, push up on the control pad to swim to the surface of the water.

First Scene Walkthrough

WARNING!!!
THIS SECTION CONTAINS HINTS THAT
GIVE AWAY PARTS OF THE GAME.
ONLY READ THIS SECTION IF YOU ARE STUCK!

How to squash leeches

Press up on the control pad when entering the water to swim to the surface. Once you get to the surface, walk to the right to the next screen. Hostile leeches will fall from the ceiling. You must attack them by kicking to squish them. You can also duck and attack at the same time to squish a leech that is too far away from you. Be careful not to let any land on you.

After squishing all the leeches on the second screen walk to the next screen to the right. There will be many more leeches to squish. You must squish all leeches on these two screens before proceeding to the next screen to the right.

After entering the fourth screen walk to the right until the beast attacks. As soon as you see him, go to the left and press the attack button. This will make your player run away. Keep running to the left until you get to the screen with the hanging vine. Keep running up to the edge and jump to the vine. You will hang there for a moment until the vine breaks. Then you will be swung back to the right and land on the next screen. The moment

you land start running to the right. Keep running all the way across all the screens. At the end of the last screen you will be saved from the beast by the inhabitants of this world. But they may not be as friendly as they seem...

Hanging by a thread

Hints

IF YOU ARE STUCK, READ THESE HINTS AND THINK IF ANY OF THEM APPLY IN YOUR SITUATION.

Make sure that you do not forget to find and pick up your gun.

Do not leave your buddy behind.

There are more ways to destroy guards than just shooting them.

Before leaving the underground city make sure that you save your buddy.

It is not ALWAYS wise to shoot the guards.

Deactivate all power circuits.

You can make a force field with your gun by holding the button for a short time and then releasing it.

You make a super shot by holding down the button for a longer period of time.

Picking up a much needed weapon

Credits

Design
Eric Chahi
Programming
Eric Chahi
Artwork
Eric Chahi
Super NES Programming
Bill Heineman
Additional Programming
Jim Sproul, John Philip Britt
Music
Charles Deenen, Jean-Francois Freitas
Sound
Jean-Francois Freitas, Eric Chahi, Charles Deenen
Title Animation
Jason Magness
Director of Quality Assurance
Jacob R. Buchert III
Testing
Jeremy Airey, Jason Ferris, Steve Nguyen, Scott Everts, Feargus Urqhart, Eric Demilt, Christopher Benson, Christopher Jones
Thanks to
Jesus Martinez, Daniel Morais, Frederic Savoir, Cecile Chahi, Philippe Delamarre, Philippe Ulrich, Sebastien Berthet, Pierre Gousseau, Chris Taylor
Producer
Alan Pavlish

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Save Game Passwords

PW	Description of area
EXLE	
KRFK	
KLFB	
TTCT	
XJRT	
NRTB	
BRTP	
TFBB	
TXHF	
CKDL	
LTCK	

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